ABSTRACT

A method for facilitating the electronic scheduling for playback of a variety of media such as music or video is disclosed. In the described system, discrete items of content (such as music or video) are scheduled for play back based upon a schedule created by the integration of five standard scheduling methods into a single

5   comprehensive scheduling algorithm. In the first scheduling method a discrete item of content is assigned a frequency rating relative to other items of content. A second way to schedule is called recurring playback. In the recurring method, a particular item of content is scheduled to repeat at specific intervals of time. Intervals can be in terms of minutes, hours or days. A third scheduling method allows the content to be played

10   according to a time base, that is, media content can be scheduled to play at a specific date and time. The forth type of input to the scheduling system is a trigger event which is received from a source external to the scheduling system. Upon receiving a trigger event, particular media content will be played. This type of input includes a mechanism called asynchronous request and relates to play of previously unscheduled content on

15   an external request basis. And lastly, means are provided for selectively determining whether or not particular content is available for play in a particular venue or during a particular period of time. These five methods of scheduling playback of content are integrated into a single comprehensive scheduling system.